

FIG. 1 is a block diagram of a system 100. The system 100 includes a Junta Computer 104 and a Task Server 102. The Junta Computer 104 includes a Junta Server 106 and a Junta Network 118. The Junta Network 118 includes Junta Node 1 110, Junta Node 2 114, and Junta Node N 116. The Junta Server 106 is connected to the Junta Network 118 via a connection 112. The Junta Server 106 is also connected to the Task Server 102 via a connection 108.

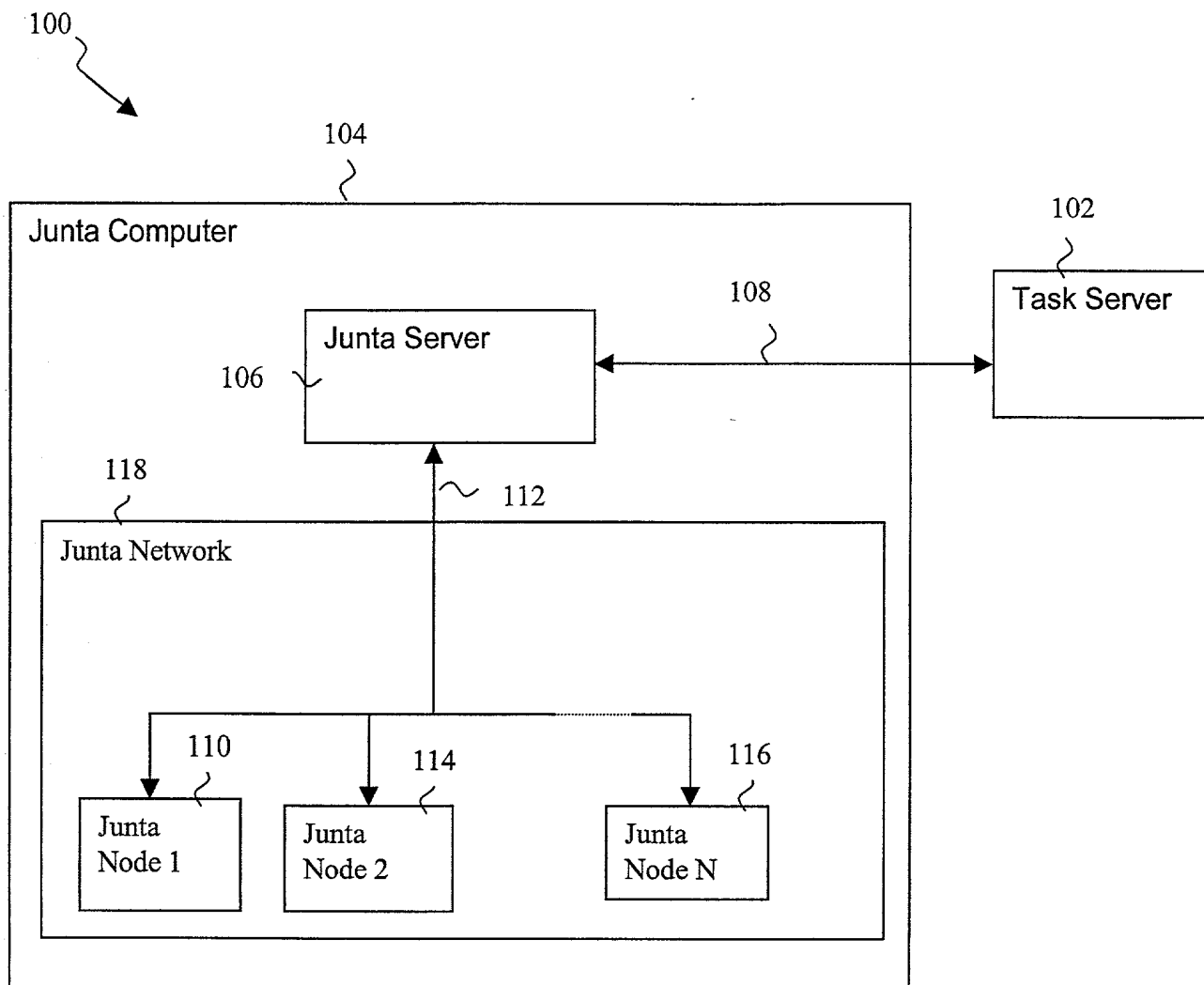


Figure 1

110 ~

106 ~

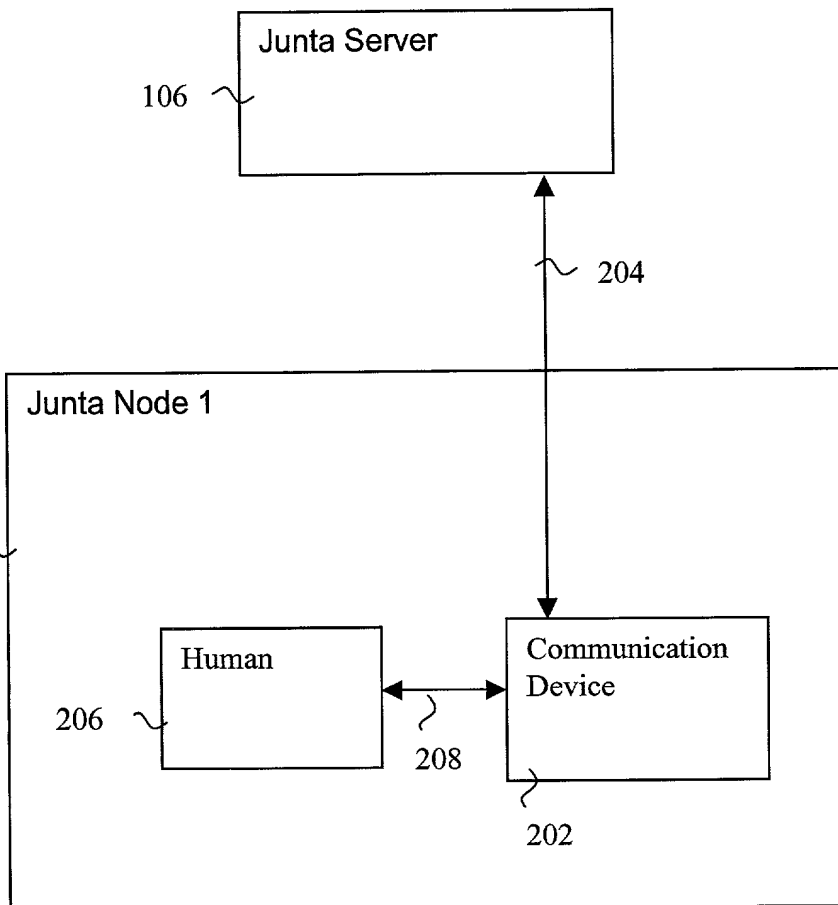


Figure 2

Figure 3a

```
302 ~ /* Defines the various types of input */
    typedef enum {
        TEXT = 0x1,
        SPEECH = 0x2,
    } junta_input_domains_t;

304 ~ /* Defines the various output types */
    typedef enum {
        TEXT = 0x1,
        NUMBERS = 0x2,
        TUPLES = 0x4,
    } junta_output_domains_t;

306 ~ /* A function maps an input to an output */
    typedef struct {
        junta_input_domains_t input;
        junta_output_domains_t output;
    } junta_function_s;

308 ~ /* Create a new problem on the Junta Computer */
    junta_return_t junta_new_problem(junta_function_s function_type,
                                     junta_id *problem_id);

310 ~ /* The various attributes we might want to set on a problem */
    typedef enum {
        ACCURACY,
        SECURITY,
        TIMEOUT,
        MAXIMUM_TIME,
        COST_PER_TASK,
        MAXIMUM_COST,
    } junta_attribute_type_t;

312 ~ /* The accuracy functions we have available right now */
    typedef enum {
        MAJORITY_WINS,
        SPECIFIC_ACCURACY,
        AT_LEAST_N,
    } junta_accuracy_functions_t;

314 ~ /* The security levels we export for now */
    typedef enum {
        STRICT,
        LAX,
        NONE,
    } junta_security_levels_t;
```

Figure 3b

[illegible]

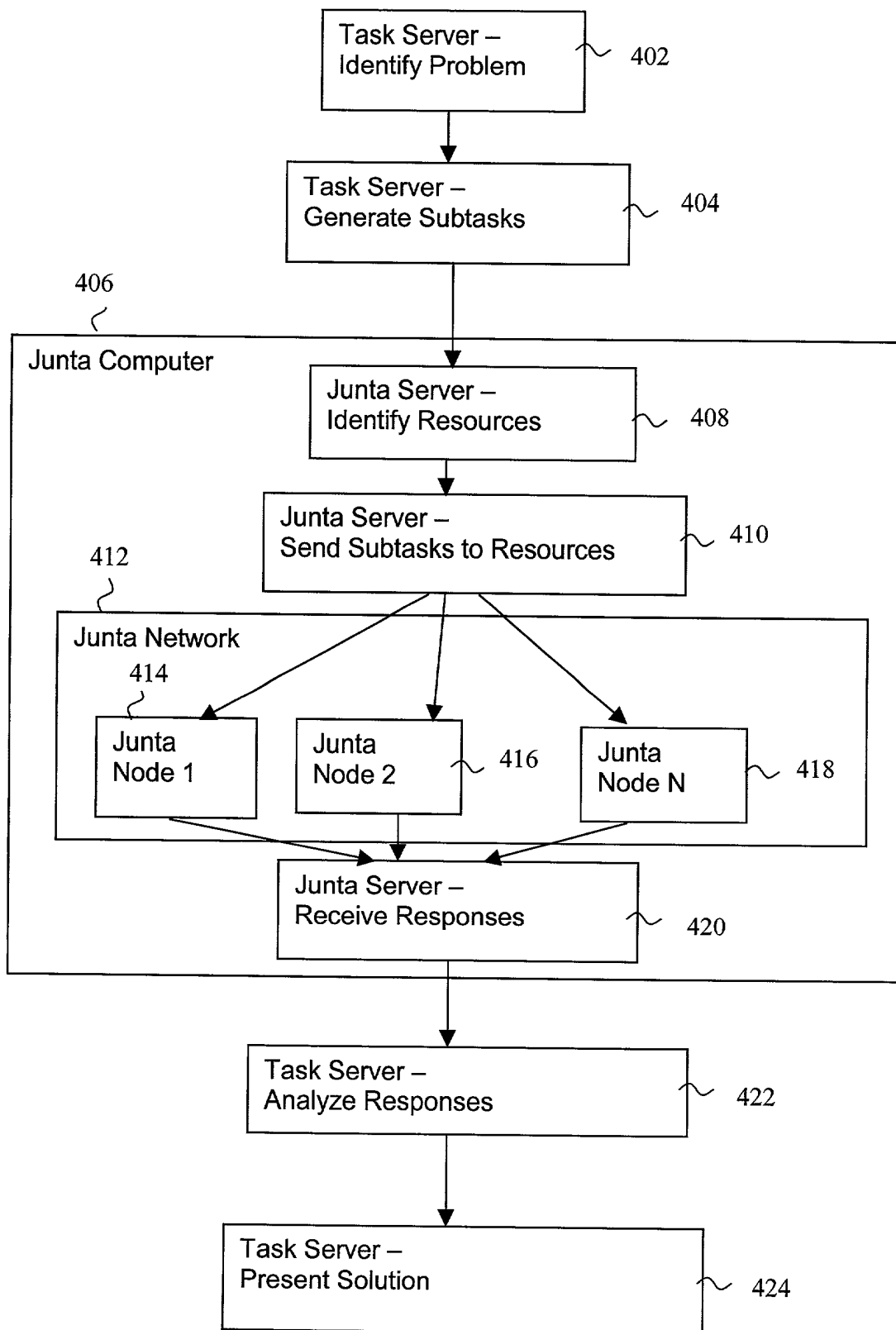


Figure 4